

**SPACE-HULK
IN MY POCKET^{2.0}**

RULES

**GAME & GRAPHIC REDESIGN
BY MALECHI**

**BASED ON THE ZIMP GAME MECHANICS
BY JEREMIAH LEE**

THE PORTABLE SOLO EDITION

Genestealer Doors ---

Sometimes after placing a new tile, there won't be any exits (it is possible that all exits have **Airlock**). It is also possible that all exits have been explored without finding a necessary room, if this occurs, 3 Genestealers bash through a wall, making a doorway in a wall of your choice in your current room. You must fight them as normal. You may not Cover before a Genestealer Door attack.

LOSING THE GAME

You can lose the game by:

- being torn apart by Genestealers.
- losing your last Life Support to an "Event."
- time running out (in the T-Minus 1 Hour, you need to draw an Incident card and there are none left).

WINNING THE GAME

You win the game by:

- being alive after escaping with the Ship's Log in the Escape Pod. All Genestealers are destroyed by the self destruct of the Pontious Pilot and you've won!

MISSION BOOK

See the **Mission Book** for alternative methods of play. All rules in the **Mission Book** (and those written on tiles and cards themselves) trump the rules in this booklet.

SET UP

- Space Hulks are millennia old, immense collections of ships and space debris that roam the galaxy. Crewed by the scourge of the Imperial Space Marines, the Genestealers are an alien 6-limbed insectoid race bent on consumption and destruction of all they encounter.*

CARDS AND TILES

Card and Tile Component Clarification



SET UP

1. Place the **Airlock** tile on play area, set aside the **Lower Deck** tile.
2. Shuffle the mission's Command Deck tiles and Catwalk tiles into separate facedown stacks.

COMMAND DECK TURN SEQUENCE

1. Choose an exit door into a new room or a room already visited.
 2. If a new room, draw and place a Command Deck tile. One door on the new tile must match your exit door.
 3. Draw an Incident card, even if revisiting a room. If there are no cards left, see **TIME PASSES**. Look at the text corresponding to your current time.
- "Item" – You *may* draw the next Incident card, finding the item shown on *that* card, if you choose not to draw, you don't get an item.

SPECIAL ROOMS

draw and resolve an incident card as normal, and then draw and resolve a second incident card. The second card represents what happens while you search for or escaping with the Ship's Log. If you are still alive and in the room after resolving the card, you have found or escaped with the data.

CATWAL TURN SEQUENCE

The only way to exit to the lower-deck Catwalks is through the **Junction** room's floor hatch, which is marked by an arrow. When you exit, place the **Lower Deck** tile next to the **Junction** tile, lining up the arrows. Then draw and resolve an Incident card as normal.

---- Moving to Catwalks ----

4. Follow instructions (if any) on the tile, after the Incident card has been resolved.

TIME PASSES

In the ship's **Hold**, resolve an Incident card, then you may draw another card and get the item shown on that card. If you choose not to draw a card, you don't get an item. In the **Med Lab** or **Hydroponics**, if you end your turn on the title (1.E, you don't retreat from Genestealers), you add 1E to your Life Support.

COMBAT

to restore combat with Genestealers, find the number of Blips on the Incident card. Choose your weapon(s) (if any) to find your Combat Score. Select a random face down discarded Incident card. The number in the Genestealer Circle is the maximum encountered (use the lesser number of the two: Blip/genestealer Circle). Subtract your current Combat score from the number of Genestealers you face to find the amount of Life Support you lose in defeating the Genestealers.

ITEMS

ITEMS

When an Incident card shows "Item" for your time, you may draw the next Incident card, finding the item shown on the new Incident card. Record the items you carry, as cards are shuffled back into the incident card without resolving.

--- Cowering ---

When you draw an Incident card with Blips. You can choose to avoid combat by retreating through a door or catwalk into any *previously explored* tile. The Genestealers swipe at you as you leave, taking away 1 Life Support point. Do not draw an incident card for the room you are running into.

Retreat ---

You can never lose more than 4 Life Support points in one battle. You can never gain Life Support points in combat.

~~(Lesser of the Two) - (Combat Score) = Damage Received~~

~~Genestealer Circle # *(from Random Discarded Card)*~~

SPACE-HULK IN MY POCKET

ITEM
Draw a New Card.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

5 BLIPS

Sudden adrenaline rush.
+1 Life Support

4

FLAMER RELOAD

SPACE-HULK IN MY POCKET

ITEM
Draw a New Card.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

4 BLIPS

Genestealer blood splatter everywhere.
-1 Life Support

5

POWER GLOVE

SPACE-HULK IN MY POCKET

Genestealer gunk on the floor.
-1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

5 BLIPS

The smell of Genestealer blood is in the air.

3

CHAIN FIST

SPACE-HULK IN MY POCKET

4 BLIPS

A sense of doom surrounds you.
-1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

ITEM
Draw a New Card.

4

NERVE GAS

SPACE-HULK IN MY POCKET

An environmental anomaly sends a shiver down your spine.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

You are filled with a new found hope.
+1 Life Support

5 BLIPS

2

BIO SCANNER

SPACE-HULK IN MY POCKET

You take a Power Bar break.
+1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

ITEM
Draw a New Card.

5 BLIPS

5

MED KIT

SPACE-HULK IN MY POCKET

ITEM
Draw a New Card.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

Sensors imply a recent Trynoid presence.
-1 Life Support

There was an error with your Health Indicator.
+1 Life Support

1

ASSAULT CANNON

SPACE-HULK IN MY POCKET

3 BLIPS

You hear Genestealers in the distance.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

5 BLIPS

4

HEAVY FLAMER



SPACE-HULK
IN MY POCKET

4 BLIPS

The stench of Genestealers surround you.
-1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

6 BLIPS

POWER SWORD

6

SPACE-HULK
IN MY POCKET

3 BLIPS

ITEM
Draw a New Card.

Something moved in here, but it's gone now.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

4 BLIPS

EXPLOSION!
Lose 1 Life Support.
TRAP!

4

SPACE-HULK
IN MY POCKET

3 BLIPS

4 BLIPS

You find a Med-Hit with a single use.
+1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

5

INFO TABLET

SPACE-HULK
IN MY POCKET

4 BLIPS

Appears to be an abandoned area.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

4 BLIPS

EXPLOSION!
Lose 1 Life Support.
TRAP!

2

SPACE-HULK
IN MY POCKET

Something is amiss, but nothing appears on scanners.

ITEM
Draw a New Card.

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

6 BLIPS

3

FORCE FIELD

SPACE-HULK
IN MY POCKET

ITEM
Draw a New Card.

You find a new Oxygen Canister.
+1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

4 BLIPS

ENCOUNTER!
Draw for a Genestealer Combat.
TRAP!

3

SPACE-HULK
IN MY POCKET

ITEM
Draw a New Card.

6 BLIPS

Warning light, oxygen depletion imminent.
-1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

6

STORM BOLTER

SPACE-HULK
IN MY POCKET

3 BLIPS

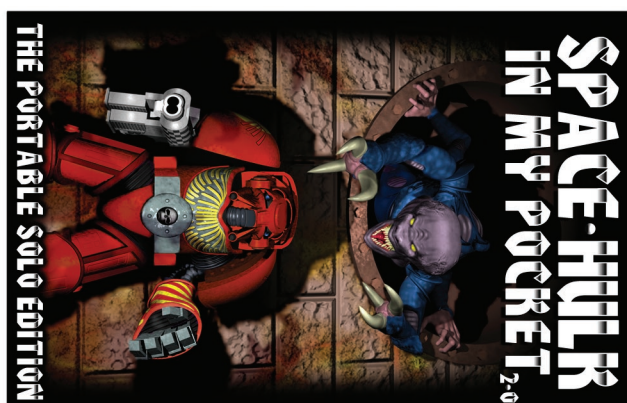
ITEM
Draw a New Card.

Crack in Oxygen Hose.
-1 Life Support

T-Minus 3 Hours
T-Minus 2 Hours
T-Minus 1 Hour

4

DECOMPRESSION!
Lose 1 Equipment of Your Choice.
TRAP!



May place 2 Tiles when on a Tile with more than one exit. One time use.

Add +2 Life Support points.

Throw as you Retreat to avoid taking Damage. One time use.

Add +1 to your Combat Score. May combine with other weapons in Combat.

Add +2 to your Combat Score. May combine with other weapons in Combat.

Add +1 to your Combat Score. May combine with other weapons in Combat.



Add +2 to your Combat Score.

Subtract 1 from every Blip Encounter.

Add +1 to your Combat Score.

Combine with Heavy Flamer to add 2 additional uses. One time use.

Activate instead of Retreat (you remain on Tile) to avoid taking Damage. One time use.

Add +3 to your Combat Score. Only has enough fuel for 2 Combats.



SPACE-HULK IN MY POCKET

Nothing here but darkness and dust.

4 BLIPS

ITEM Draw a New Card.

TRAP DOOR! Move back to Last Tile.

TRAP!

T-Minus 3 Hours

T-Minus 2 Hours

T-Minus 1 Hour



LIFE SUPPORT

0 1 2 3 4 5 6 START

7 8 9 10 11 12

COMBAT

START 1 2 3 4 5

MISSION EVENTS

HEAVY FLAMER

START 1 2 3 4

Bridge

Brig

Chaos Gate

SPACE-HULK IN MY POCKET

Life Support Readout was in error. +1 Life Support

4 BLIPS

EXPLOSION! Lose 1 Life Support.


TRAP!

You CAN do it! +1 Life Support

T-Minus 3 Hours

T-Minus 2 Hours

T-Minus 1 Hour



Assault Cannon

Bio Scanner

Chain Fist

Flamer Reload

Force Field

Heavy Flamer

Info Tablet

Med Kit

Nerve Gas

Power Glove

Power Sword

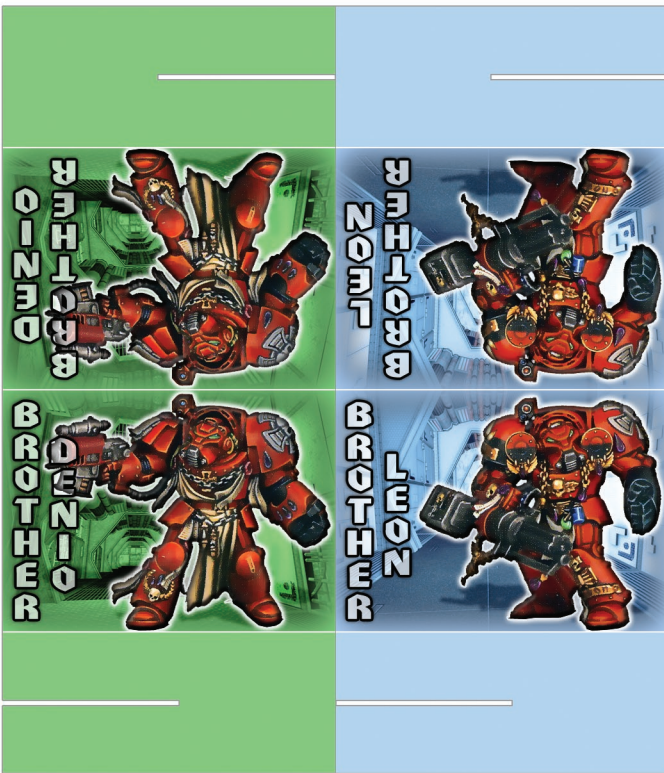
Storm Bolter

T-Minus 3 Hours

T-Minus 2 Hours

T-Minus 1 Hour

SELF DESTRUCT



Page 6 Front - Double Sided
*** Print or Glue to Page 6 Back ***



Set Up For Letter and A4 Printing * DO NOT RESIZE WHEN PRINTING!!! *



Page 7 Front - Double Sided
*** Print or Glue to Page 7 Back ***



Set Up For Letter and A4 Printing * DO NOT RESIZE WHEN PRINTING!!! *

